Magic Spells

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OVERVIEW

MAGIC SPELLS RUNS ON:
- ☐ Apple II Plus, 48K, with Applesoft
- ☐ Apple IIe with CAPS LOCK key down

WITH:
- ☐ Dos 3.3
- ☐ A monitor or television (color recommended).

USED TO:
- ☐ Develop spelling skills for ages 6-10
- ☐ Develop visual-mental agility (unscramble words)

FEATURES:
- ☐ Games with castles, wizards, demons and treasure
- ☐ Word lists for elementary grades
- ☐ List-creating capability
- ☐ Large letters; upper and lower case
- ☐ Color graphics
- ☐ On/off sound option

DESCRIPTION:

This disk includes
- ☐ *Scramble Spells,* a game
- ☐ *Flash Spells,* a game
- ☐ *Spells Writer,* a word list editor
- ☐ Fourteen word lists for elementary grades

In the Kingdom of Magic Spells the Wizard of Spells guards lists of words. Players win points against the Demon by unscrambling or recalling words from the Wizard's lists, or from their own list.

Use Spells Writer to add new lists to the Wizard's lists, remove existing Wizard's lists, and make separate disks of word lists.

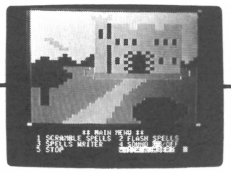
WELCOME

Welcome to the Kingdom of Magic Spells. The Wizard of Spells will be your guide as you venture into the Castle of Spells in search of treasure.

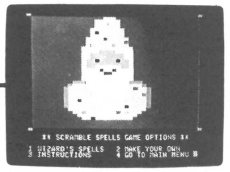
There are many chests of gold and precious jewels hidden throughout the castle. Each one may be opened if you know the right Spell! The Wizard of Spells will let you see the Spells only once, at the beginning of the adventure. He suggests you write them down . . .

A word of warning . . . you are not alone in the Castle of Spells. The Spelling Demon will be close behind, waiting to take some of your treasure should you fail to give the correct Spell.

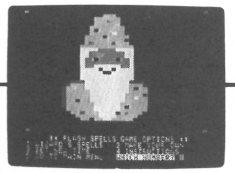
Now . . . on to your adventure in the Kingdom of Spells!



CASTLE OF SPELLS
MAIN MENU



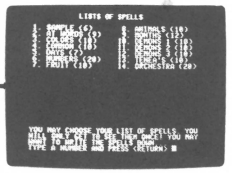
1. SCRAMBLE SPELLS
GAME OPTIONS



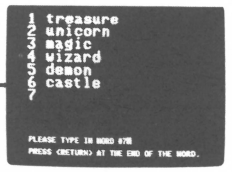
2. FLASH SPELLS
GAME OPTIONS

1. ENTER A NEW LIST OF WORDS
2. DELETE AN OLD LIST OF WORDS
3. VIEW A LIST OF WORDS
4. SEE LIST OF FILE NAMES
5. COPY LIST TO PRINTER
6. MAKE DISK OF WORD LISTS
7. GO TO MAIN MENU
PLEASE CHOOSE A NUMBER

3. SPELLS WRITER
OPTIONS

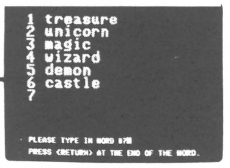


WIZARD'S LISTS

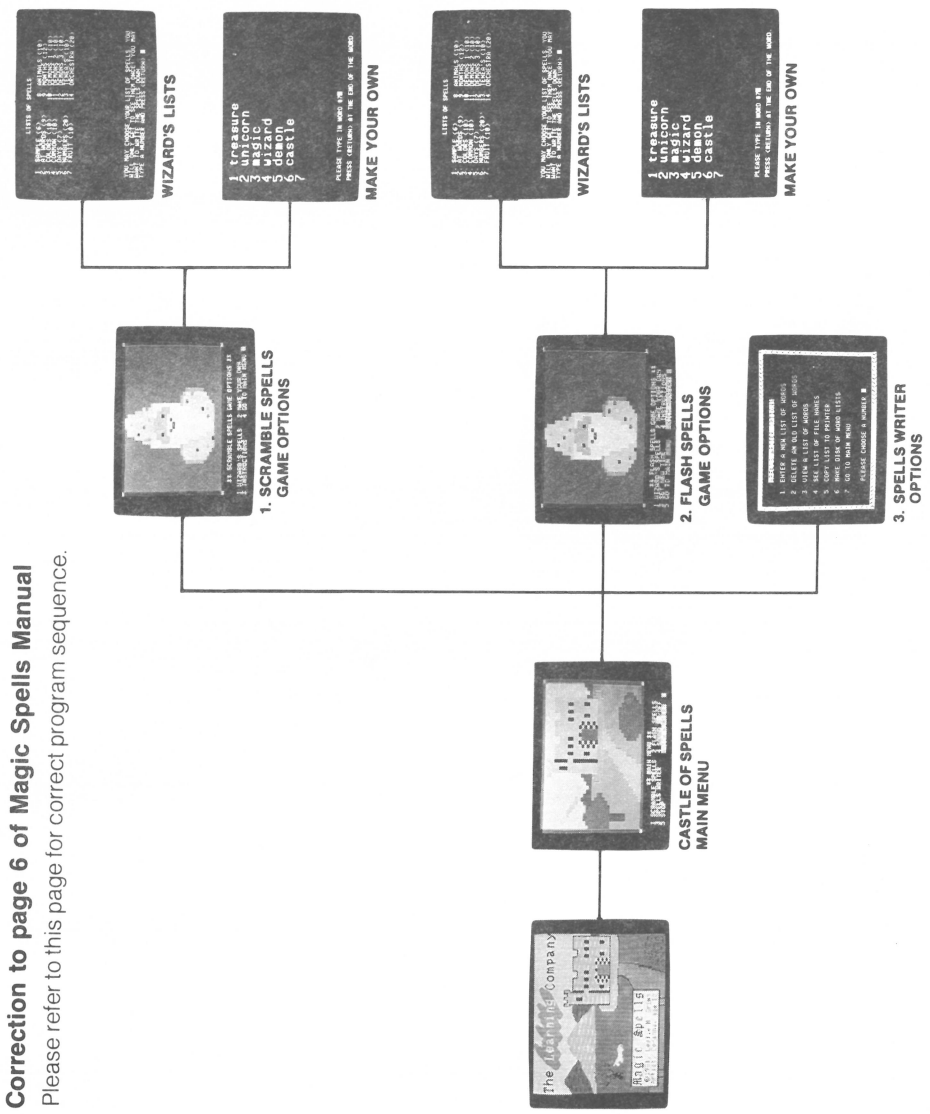


MAKE YOUR OWN

WIZARD'S LISTS



MAKE YOUR OWN



Correction to page 6 of Magic Spells Manual

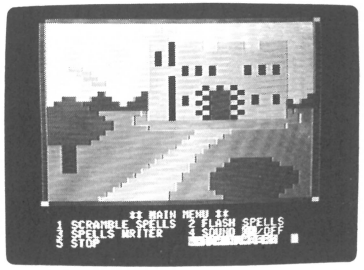
Please refer to this page for correct program sequence.

HOW TO BEGIN

First, "boot" the disk. (See your DOS manual if you need help.) It takes a few seconds for the program to load, so please be patient. Press SPACEBAR if you wish to bypass some of the opening graphics.

If you are using an Apple IIe, be sure the CAPS LOCK key is down.

Soon you will see the Castle of Spells main menu. Type a number to choose one of the options below. When you finish option 1, 2 or 3, you must return to the Castle of Spells main menu if you want to choose another option.



1 is the game of *Scramble Spells.*

2 is the game of *Flash Spells.*

3 is the Spells Writer editor, used to create new word lists (Wizard's lists).

4 turns sound ON or OFF for the games.

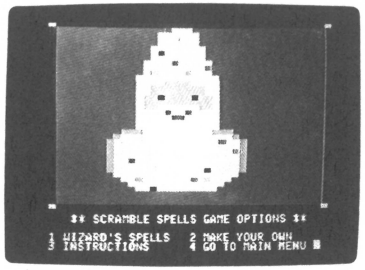
5 ENDs your use of this disk.

If this is your first visit to the Kingdom of Spells, the Wizard of Spells has three suggestions for you.

- ☐ Wizard warns, keep a write-protect tab on your disk unless you are using SPELLS WRITER to enter or delete word lists.
- ☐ Wizard suggests you choose his SAMPLE list for your first game.
- ☐ Wizard also suggests you wait to use SPELLS WRITER until you are more familiar with the games.

  When you're ready, you may use it to add new lists to the disk, to delete existing lists, or to print lists on your printer.

THE GAME OF SCRAMBLE SPELLS



HOW TO PLAY... (The Wizard Speaks!)

"I will show you some scrambled spells, one at a time.

Your job is to unscramble each spell by typing it correctly, and pressing [RETURN].

You win a chest of gold for each spell you unscramble. If you goof, the Spelling Demon gets some of your gold.

If you can't guess the spell, type an asterisk (*) and I will unscramble it until you press a key. (Of course it will cost you . . .)

You get only ONE LOOK at the unscrambled spells when the game begins."

SPECIAL KEYS

PRESS	WHAT HAPPENS
[RETURN]	*ends a word*
[←]	*erases a letter*
[CTRL] - [A]	*capitalizes next letter*
[SHIFT] - [*]	*unscrambles a spell*
[ESC]	*stops game; new options*
[SHIFT] - [?]	*shows instructions*

Note: In this manual, words or letters that appear inside boxes, such as [SHIFT] or [A], represent a single key on the keyboard. Two boxed words or letters, connected by a hyphen, means press the first, then press the second while holding down the first. For example, [CTRL] - [A] means press [CTRL], then press [A] while holding down [CTRL].

When you type [CTRL] - [A] nothing will appear to happen at first, but the next letter you type will appear in upper case.

When you use the asterisk ([SHIFT] - [*]) to see an unscrambled spell, it will remain on the screen until you press [RETURN]. Then it will scramble itself again and you may continue spelling it.

There are two choices in the Game of *Scramble Spells*.

1. WIZARD'S SPELLS: lets you choose a list of words from the Wizard's Book of Spells.
2. MAKE YOUR OWN: allows you to enter your own words. These words will not be saved on the disk.

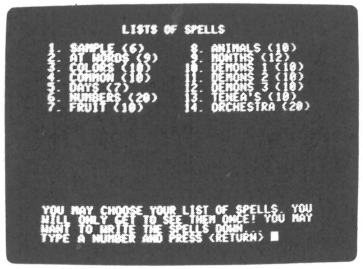
If you are a first time player, the Wizard suggests you use one of the Wizard's lists.

1. WIZARD'S SPELLS

Choosing a list . . . the Wizard's Spells

The Wizard's lists are samples of the kinds of lists you can use in the games. They were created with the Spells Writer word editor. After you are more familiar with the game, you can use Spells Writer to create your own Wizard's lists on the disk.

To choose a list of words for your game type a number and press RETURN.


LISTS OF SPELLS
1. SAMPLE (6)
2. AT HOMES (9)
3. COLORS (10)
4. COMMON (10)
5. DAYS (7)
6. MUSICAL (20)
7. FRUIT (10)
8. ANIMALS (10)
9. MONTHS (12)
10. DEMONS 1 (10)
11. DEMONS 2 (10)
12. DEMONS 3 (10)
13. TENZI'S (10)
14. ORCHESTRA (20)
YOU MAY CHOOSE YOUR LIST OF SPELLS. YOU WILL ONLY GET TO SEE THEM ONCE! YOU MAY WANT TO WRITE THE SPELLS DOWN.
TYPE A NUMBER AND PRESS (RETURN)

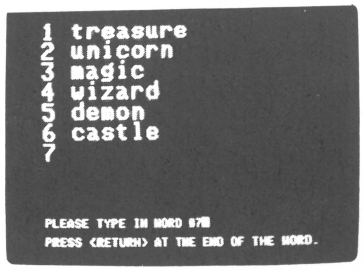
The number in parentheses shows how many words are in the list.

The lists are arranged in order of difficulty, beginning with '2. COLORS.' The first choice, 'SAMPLE,' is a short list that includes examples of the kinds of options that may be found in the words; for example, capital letters, hyphens, periods and apostrophes.

If you are a first time player, choose '1. SAMPLE' as your list of words.

You will see a list of words on the screen. These are the words that will be scrambled in your game. Look at them carefully.

2. MAKE YOUR OWN



The list created in this option is not saved on the disk. It can be used in the game repeatedly though until you either choose a new list or return to the Castle of Spells main menu.

When the '1' appears, type your first word. Press RETURN when your word is finished. Then the number for the next word will appear. Follow the prompts on the screen.

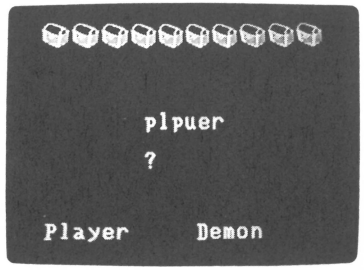
Some things to be aware of:

- ☐ You may enter as many as twenty words.
- ☐ Words must be shorter than sixteen letters.
- ☐ You may use letters, apostrophes, and hyphens.
- ☐ You will need to know how to use the special keys on the Apple keyboard (see next page).
- ☐ You will get a last look at the list. This is the time to invite a friend to try your words.

SPECIAL KEYS FOR MAKING A LIST

PRESS	WHAT HAPPENS
RETURN	*ends a word*
RETURN RETURN	*ends a list of words. You will be asked if this is you last word. Type Y for 'yes' or N for 'no' if you have changed your mind.*
←	*erases a letter*
CTRL - A	*capitalizes the next letter*
ESC	*allows the choices . . . go to main menu, choose different spells, or continue typing the list.*
SHIFT - ?	*shows the instructions again*

A GAME IN PROGRESS — SCRAMBLE SPELLS



The player has seen the list of words before the game starts.

Remember, during the game the words on this list are presented in random order. That means they will probably appear in a different order each time. The way the word is scrambled is also random. This too will probably be different each time.

A game starts with closed treasure chests across the top of the screen. There is one chest for each word in the list.

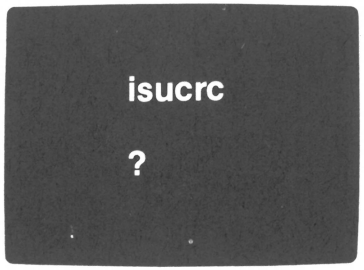
The ten chests in the illustration above show there are ten words in the list for this game.

As each Spell (word) is unscrambled, the closed chest for that Spell is replaced by an open chest filled with gold, by the Spelling Demon, or by an empty chest.

Spells may include letters, hyphens, spaces, apostrophes and periods.

HOW TO PLAY . . . (An Example)

First you will see a scrambled word.



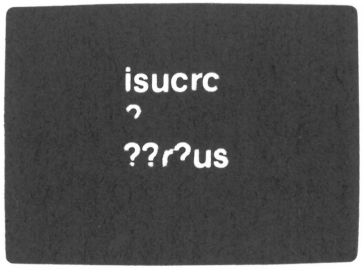
When you see the question mark appear below the scrambled word, guess the word, type it, and press [RETURN].

You *MUST* type as many letters as are in the scrambled word. If you do not, the Wizard will wait for another letter, (When you press [RETURN], nothing will happen.)

If you spell the word correctly, the chest for that word will open and reveal the treasure.

If you spell the word incorrectly, you will see a clue below the word you entered.

For example, in the figure below, the scrambled word is 'isucrc' and the correct word is 'circus.' The first guess is 'scrius.'



The question marks are the clue. They show the letters that are wrong.

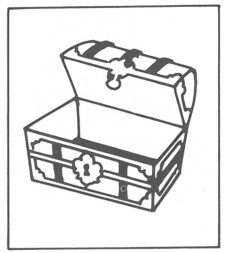
If you can't guess the word, press [SHIFT] - [*].

The unscrambled word will replace the scrambled word.

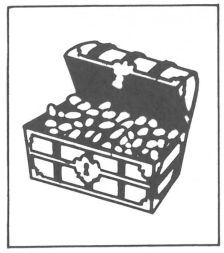
Press [RETURN] when you are ready to continue. The scrambled word will then reappear. Type your word and continue as before.

(Of course when you ask for help you will end up with an empty chest, and Demon will take all the gold.)

An open empty chest means a word has been unscrambled with help. (Player pressed [SHIFT] - [*] to see the unscrambled word.)

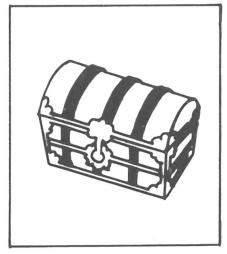


An open chest filled with treasure means a word has been unscrambled correctly without help, on the first try.



A Demon means a word has been unscrambled correctly without help, but in more than one try.

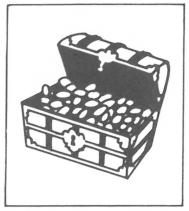
Closed chests mean some words have not yet been played.



SCORING SCHEME

Score two points for each letter in a word. A five letter word is worth ten points. A three letter word is worth six points.

You get all the points if you spell the word on your first try.

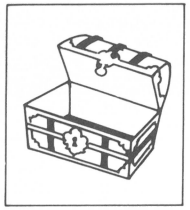


CHEST OF GOLD

You split points equally with the Demon if you spell the word correctly in more than one try, but without help.

DEMON

You get no points (Demon gets all), if you ask to see the unscrambled word (press SHIFT - *).



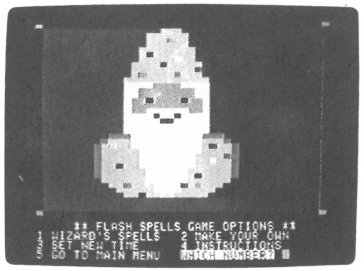
EMPTY CHEST

The chart shows how three sample words might be scored.

		RIGHT THE FIRST TIME		CORRECT WITH NO HELP		CORRECT WITH HELP	
WORD	LETTERS	YOU	DEMON	YOU	DEMON	YOU	DEMON
MAGIC	5	10	0	5	5	0	10
CASTLE	6	12	0	6	6	0	12
CRABAPPLE	9	18	0	9	9	0	18

Your total score will determine your reward at the end of your adventure.

THE GAME OF FLASH SPELLS



HOW TO PLAY . . . (The Wizard Speaks!)

"I will flash you a set of spells, one at a time.

Your job is to recall each spell by typing it correctly, then pressing RETURN.

You win a chest of gold for each spell you recall correctly. If you goof, the Spelling Demon gets some of your gold.

If you can't recall the spell, type SHIFT - * and I will show it to you until you press a key. (Of course, it will cost you . . .)

You get only one look at the list of spells when the game begins."

The game of *Flash Spells* is identical to the game of *Scramble Spells,* except for the way in which the words are presented. In *Flash Spells,* the word is presented by "flashing" it on the screen for a brief period. Then the word is replaced by a line and the player must recall it and spell it correctly.

FOUR CHOICES FROM THE WIZARD OF SPELLS

1. WIZARD'S SPELLS:
   See page 10 for details.
2. MAKE YOUR OWN
   See page 11 for details.
3. SET NEW TIME
   See below for details.
4. INSTRUCTIONS
   See page 19 for details.

SET NEW TIME: This is a new option.

Press [3] to choose the length of time a spell is displayed before it disappears for you to recall.

When you boot the disk, the 'flash' time is four seconds. You can change the 'flash' time from one to nine seconds. You can stop a word from flashing by pressing the [SPACEBAR].

You can choose a new time when the Wizard is on the screen, and before you select a list of spells. Or you can choose a new time anytime during the game by pressing [ESC].

Press [ESC] to see four choices:

1 Go to main menu
2 Continue
3 Choose new spells
4 Set new time

As in *Scramble Spells,* if you cannot recall a word, press [SHIFT] - [*] to see it again. Press [RETURN] and it will disappear. Then begin typing the word.

You win and share gold with the demon, just as you did in *Scramble Spells* . . . same demon, same chests of gold.

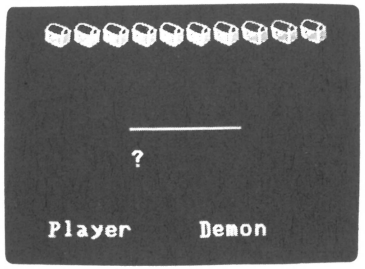
See pages 15 through 16 for details.

4. Instructions:
SPECIAL KEYS

PRESS	*WHAT HAPPENS*
[RETURN]	*ends a word*
[←]	*erases a letter*
[CTRL] — [A]	*capitalizes next letter*
[SHIFT] - [*]	*recalls a flashed spell . . . until you press* [RETURN] .
[ESC]	*allows the choices: go to main menu, continue, choose new spells, set new time.*
[SHIFT] — [?]	*shows instructions*
[SPACEBAR]	*stops a flashing word*

Press [SPACEBAR] to begin spelling a word before the flash time is over. Wait for the '?' prompt to appear before typing your word; otherwise the computer may not respond correctly.

A GAME IN PROGRESS — FLASH SPELLS



The player has seen the list of words before the game starts.

Remember, during the game the words on this list are presented in random order. That means they will probably appear in a different order each time.

A game starts with closed treasure chests across the top of the screen. There is one chest for each word in the list.

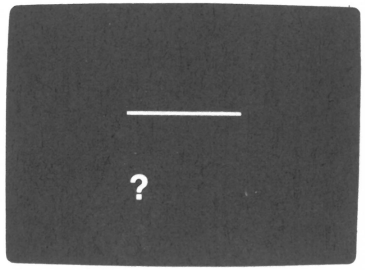
The ten chests in the illustration above shows there are ten words in the list for this game.

As each Spell (word) is correctly recalled, the closed chest for that Spell is replaced by an open chest filled with gold, by the Spelling Demon, or by an empty chest.

Spells may include letters, hyphens, spaces, apostrophes and periods.

HOW TO PLAY . . . (An Example)

First you will hear a tone and see a line where the flashed word is going to appear. Then the word will appear until the flash time has elapsed. It will be replaced by a line and the '?' prompt will appear. You may interrupt the flashed word by pressing SPACEBAR if you don't want to wait the full time.



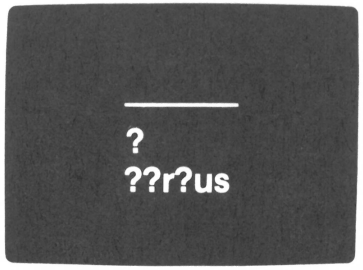
When you see the question mark appear below the flashed word, guess the word, type it, and press RETURN.

You *MUST* type as many letters as are in the original word. If you do not, the Wizard will wait for another letter. (When you press RETURN, nothing will happen.)

If you spell the word correctly, the chest for that word will open and reveal the treasure.

If you spell the word incorrectly, you will see a clue below the word you entered.

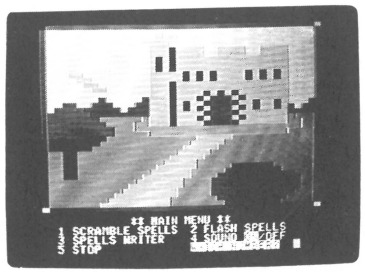
For example, in the figure below, the flashed word is 'circus." The first guess is 'scrius."



The question marks are the clue. They show the letters that are wrong.

SPELLS WRITER

BE SURE THE MAGIC SPELLS DISKETTE REMAINS IN THE DISK DRIVE WHILE USING SPELLS WRITER.



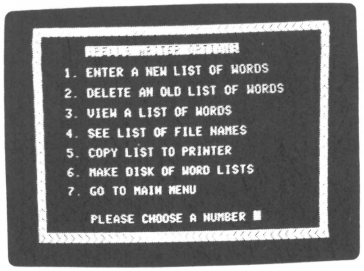
Press [3] in the Castle of Spells main menu and you will be in Spells Writer.

Spells Writer is used to change the Wizard's Lists. Fourteen sample lists are provided on the disk originally. You may delete any or all of these lists and replace them with your own set of lists. You can also create several separate disks of word lists which can be used in the games *Scramble Spells* and *Flash Spells.*

First you will see the SPELLS WRITER OPTIONS MENU.

CHOOSE AN OPTION

To choose an option, type the number of your choice.


1. ENTER A NEW LIST OF WORDS
2. DELETE AN OLD LIST OF WORDS
3. VIEW A LIST OF WORDS
4. SEE LIST OF FILE NAMES
5. COPY LIST TO PRINTER
6. MAKE DISK OF WORD LISTS
7. GO TO MAIN MENU
PLEASE CHOOSE A NUMBER

After you have completed one of the options you will return to the Spells Writer Option List. If you press [7], you will return to the Castle of Spells main menu where you choose a new game or leave the program.

WARNING from the Wizard of Spells!

- Options 1, 2 and 6 are powerful but dangerous.
- Proceed with caution.
- Follow directions carefully!

OPTION 1: ENTER A NEW LIST OF WORDS

Press [1] to make a new list of words. This list will be saved as one of the Wizard's lists and can be used in a game unless you delete it later.

(Remember if there is a write-protect tab on the notch at the edge of the disk, remove it before you start.)

- You may enter up to thirty lists.
- You may enter from one to twenty words.
- No word may be longer than fifteen letters.
- Your word may consist of letters, apostrophes, periods, or hyphens. Spaces within words are also allowed.
- When your list is complete you will have a chance to go back and change (but not delete) words.

In Spells Writer, the normal size upper case Apple text is used to show the word so that all twenty possible words in a list may be displayed at once and easily edited. The words will appear in large lower case letters in the games *Flash Spells* and *Scramble Spells.* Upper case letters in *Spells Writer* appear in inverse (black letters on a white square).

PRESS	*WHAT HAPPENS*
RETURN	*ends a word*
RETURN RETURN	*ends a list of words. If your list is less than twenty words you will be asked if this is your last word. Press Y for 'yes' or N for 'no' if you want to continue.*
←	*erases a letter*
CTRL — A	*capitalizes the next letter. The capitalized letter will appear in inverse (i.e., black letter on a white square).*
SHIFT — ?	*shows the instructions again*
ESC	*exits without saving the list if you change your mind while entering a list. You will be asked if you want to return to the OPTIONS MENU without saving this list. Press Y if you want to do so. Press N if you want to continue entering your word list.*

Saving The List

The program automatically saves your list.

You will need to NAME your list. Names may have as many as fifteen letters.

Before you enter the name for your new list, you will have an opportunity to see the current list of names.

NOTE: If you enter a name for your new list which has been used before, the old list will be replaced and lost! The Spells Writer program will warn you if this is about to happen so you may change the name.

After your list has been saved on the disk you will be returned to the OPTIONS MENU in Spells Writer.

OPTION 2: DELETE AN OLD LIST OF WORDS

WARNING: Do not open the disk drive door or remove the disk while using this option!!! Also, if a write-protect tab is on the disk, remove it before using this option.

REMINDER: Be careful.

When you delete a list it will be lost unless you save it first on a word list disk. Save grief. Make a word list disk and save any lists you may want later. (See page 26)

When you choose 2 on the OPTIONS MENU, you will be shown the lists of files currently on the disk. You will be asked to choose the one you want to delete. Type its number and press RETURN. You will be shown a list of files names again.

A blank space will replace the *name* of the file you wish to delete. The file itself will not be deleted from the disk until you press RETURN without entering a number first. When you have selected all the files you wish to delete, press RETURN and these files will be deleted from the disk. Then you will be returned to the OPTIONS MENU.

YOU GOOFED?

What if you goofed and entered the wrong number?

No problem! So far no files have really been deleted. They have been erased from the display, but they are still on the disk. Press ESC instead of RETURN and you will be returned to the OPTIONS MENU with all files intact.

OPTION 3: VIEW A LIST OF WORDS

OPTION 4: SEE LIST OF FILE NAMES

These options are self-explanatory. Use them to display existing files. They do not create or delete files.

OPTION 5: COPY LIST ON PRINTER

Lists of words may be sent to a printer such as the Silentype. Other printers actuated by a command of the form 'PR#s," where 's' is the slot number of the printer controller card, may also be used.

If there should be a PRINTER FAILURE while using this option . . . TURN OFF THE COMPUTER . . . and REBOOT the disk.

OPTION 6: MAKE DISK OF WORD LISTS

This option creates a word list disk containing all the word lists from the Magic Spells disk.

The word list disk will not have the *Scramble Spells* and *Flash Spells* games or Spells Writer program on it. It will contain only word lists. (See page 28 for suggestions about how to use word list disks.)

It is strongly recommended that you use this option only if you have two disk drives. However, it is possible to create word list disks with one drive.

- ☐ You will need two disks:
  (1) the Magic Spells disk
  (2) a blank disk or used disk with disposable contents.
- ☐ Cover the write-protect notch on the side of the Magic Spells disk with a write-protect tab or scotch tape. This prevents accidentally copying material onto the original disk.
- ☐ Remove the write-protect tab on the blank or used disk. This makes it possible to 'write' material onto the new disk. (The computer 'writes' on the disk when you make a word list disk.)

- ☐ Press [6] on the OPTIONS MENU. Carefully follow the directions on the screen.

  Place the blank disk in DRIVE #1 and watch the blinking message as all previous data is erased from the disk.

  You will be asked for a SLOT and DRIVE NUMBER for your Magic Spells disk and the word list disk. (The slots are where the disk drive cable is attached to the computer.)

  A number will be suggested that you may use. (Usually you will use SLOT #6 for both disks.)

  If you have only one disk drive, enter DRIVE #1 for both disks.

  Put the Magic Spells disk in DRIVE #1.

  If you have two drives, put the Magic Spells disk in DRIVE #1 and the blank disk in DRIVE #2.

  From now on, the blank disk will be called the 'word list' disk.

For two disk drives:

YOU SEE	*YOU PRESS*
MAGIC SPELLS SLOT?	[6] [RETURN]
DRIVE?	[1] [RETURN]
WORD LIST SLOT?	[6] [RETURN]
DRIVE?	[2] [RETURN]

For one disk drive:

YOU SEE	*YOU PRESS*
MAGIC SPELLS SLOT?	[6] [RETURN]
DRIVE?	[1] [RETURN]
WORD LIST SLOT?	[6] [RETURN]
DRIVE?	[1] [RETURN]

If you have one disk drive you will need to keep trading disks in DRIVE #1. Put the Magic Spells disk in the drive when asked to; take it out and replace with the word list disk when asked to. Keep trading disks back and forth. Since this process can be tedious, we strongly recommend that you make word list copies when you have access to a two disk-drive system.

You will see the names of each file displayed as it is transferred. Be sure to continue until you see the message "ALL FILES TRANSFERRED."

When all files have been transferred, make sure the Magic Spells disk is in DRIVE #1.

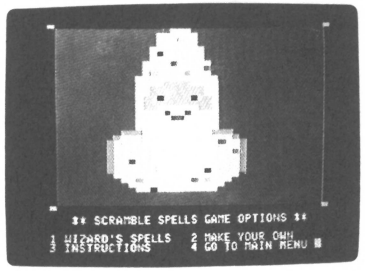
Press [RETURN] to go back to the OPTIONS MENU.

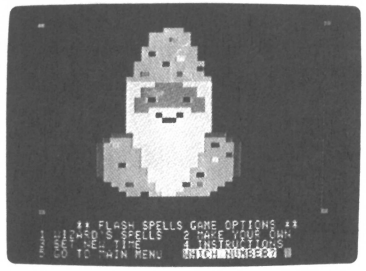
USE DISKS OF WORD LISTS

To use word list diskettes

1. Load *Magic Spells.* Select game (1) or (2) in Castle of Spells Main Menu.
2. Proceed to WIZARD!!!

Wait until you see the picture of the Wizard.





3. Remove *Magic Spells* disk from drive.
4. Insert WORD LIST disk.
5. Press [1] for *Wizard's Spells* and follow directions.
6. Proceed as before. If you press [ESC] to return to the main menu, you will be prompted to insert the *Magic Spells* disk to continue.

SHARE SPELLS . . .

First make a word list disk of the original Wizard's Lists (if you want to keep them). Then use Spells Writer Option 2 to delete all the Wizard's lists from the Magic Spells disk. Use Spells Writer Option 1 to enter your own set of word lists. When all your lists are in (up to thirty) use Option 6 to copy the lists to a word list disk. If you want to make a second, different word list disk, delete all the lists on the Magic Spells disk with Spells Writer Option 2. Use Spells Writer Option 1 to create new lists, and Option 6 to transfer the lists to another word list disk. This process may be repeated indefinitely, as long as your supply of blank disks lasts.

The *Magic Spells* disk, though emptied of the original word lists, will retain the lists of words left by the last person to use Spells Writer.

- ☐ Teachers A, B and C create and save their own lists of words, as described above.
- ☐ A student of teacher A loads MAGIC SPELLS disk and inserts teacher A's customized word list disk when the WIZARD picture appears.
- ☐ The student presses [1] for WIZARD'S SPELLS and goes on with the game.
- ☐ The student passes the MAGIC SPELLS disk to a student of teacher B.
- ☐ When ready to play, the student of teacher B loads the MAGIC SPELLS disk and inserts teacher B's word list disk when the WIZARD picture appears . . . and continues as before . . . passing MAGIC SPELLS to student of teacher C, and so on.

APPENDIX A

THE WIZARD'S LISTS

These word lists are samples of various types of spelling lists. They include lists of common words such as colors and numbers, and lists of commonly misspelled words (the "demons"). The number in parentheses in the title shows how many words are in each list.

SAMPLE (6)

Merapple's
mixed-up
Magic Spells
make
marvelous
minds

AT WORDS (9)

bat	cat
fat	hat
mat	pat
rat	sat
vat	

COLORS (10)

red	yellow
blue	black
brown	orange
green	purple
white	pink

COMMON (10)

boy	girl
can't	walk
come	down
the	who
why	are

DAYS (7)

Sunday	Monday
Tuesday	Wednesday
Thursday	Friday
Saturday	

NUMBERS (20)

one	two
three	four
five	six
seven	eight
nine	ten
twenty	thirty
forty	fifty
sixty	seventy
eighty	ninety
hundred	thousand

FRUIT (10)

apple	banana
cherry	grape
lemon	mango
orange	pear
pineapple	raspberry

ANIMALS (10)

dog	bear
cat	pony
duck	pig
mouse	turtle
lizard	sheep

MONTHS (12)

January	February
March	April
May	June
July	August
September	October
November	December

DEMONS 1 (10)

beautiful	criticize
grammar	government
surprise	occurred
early	business

DEMONS 2 (10)

description	peculiar
similar	doesn't
which	realize
necessary	accept
disappointed	received

DEMONS 3 (10)

through	asked
either	would
probably	decided
answer	clothes
library	pleasant

TENEA'S (10)

fantastic	stupendous
fabulous	exquisite
fascinating	tremendous
terrific	horrible
appalling	colossal

ORCHESTRA (20)

violin	symphony
flute	baton
score	tuba
oboe	orchestra
trumpet	glockenspiel
trombone	piano
conductor	clarinet
cello	saxophone
timpani	xylophone
viola	guitar